



BUSHWACKER

A Newsletter of Postal Diplomacy*, published by Fred C. Davis, Jr.,
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Game Fee - \$5.00. Stand-by Fee - \$3.00. Subscriptions - Now 12 issues for \$2.00. We trade with selected publications. No game openings now, but stand-by players are always welcome.

This publisher is a member of the International Diplomacy Association.

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GAMES RESEARCH ISSUES NEW ROSTER OF DIPLOMACY 'ZINE PUBLISHERS

An innocent and unready world is about to be shocked by finding a printed list of Dippy publishers in their Diplomacy sets when they get them home. BUSHWACKER is listed among the 26 publishers ready to lead the youth of America astray. We understand that all sets produced after about the middle of February 1973 will contain the new list, so if you want to see how fast the sets are selling at your local toy emporium, check the stock from time to time and see how long it takes for sets with the new list to appear on the shelf.

NEW VERSION OF ATLANTICA TO BE UNVEILED

On the night of the full moon, our fevered brain completed a revision of Atlantica. Following the Calhamer Doctrine of forcing action to the center of the board, two peripheral Supply Centers, Greece and Manitoba, have been eliminated, and two new Centers added in the Atlantio. One will be Puerto Rico. The location of the other S.C. will be unknown to anyone except the GM, and will have to be searched for by the players in six different locations. We call this "lost" province "Atlantis." There will also be other provisions to provide for more early interaction between the American and European Powers.

We've sent copies of the revised rules and map to a few people for comments, before publishing it. We haven't decided yet whether to call it "Atlantica II" or "Atlantica, 1973 Revision," but this will probably be the next game which we'll offer in BUSHWACKER. Anyone out there who'd like to play this variant may send in their name now, but don't send any money. First consideration will be given to current players, stand-bys, and subscribers; with the people to whom I've sent advanced copies for comment having first priority. Also, we would be willing to give European players their own countries (Belgium being considered as France), with the understanding that all press would have to be in English and additional charges would be levied for Air Mail postage.

I need to start a new game right now like I need a hole in the head, so come on and encourage me.

MESH OR SCALE IN DIPLOMACY - By Allan B. Calhamer

(Reprinted from BIG BROTHER #96, July 18, 1969, by permission of the publisher, Charles Reinsel. Since a great number of new players have entered the Diplomacy world since this was last reprinted by Rod Walker in NUMENOR in 1970, we are publishing this as a public service.)

PREFACE - By Rod Walker in NUMENOR #3, 13 August 1970

One of the criticisms most frequently leveled at Diplomacy is that it is not "realistic." This generally comes from people who are overly concerned with the tactical end of the game, very often because their backgrounds are with Avalon-Hill type games, or other types in which the strategy and tactics of military movements are the most important (and usually the only) factors of play. While this is a factor in Diplomacy as well, it is hardly the most important. The player must bear in mind two things. First, as Allan Calhamer has said, Diplomacy "is a game about the relation between diplomacy and military-naval matters." Second, the scale, or mesh, in which the game takes place makes for a different reality, which the game accurately depicts....

What we see in Diplomacy is not the battlefield situation which pertains to a game which has a "mesh" fine enough to permit representation of, say, a corps of infantry or a single battleship. The order "A Sev-Arm" is not merely an order to an armed group to advance upon a single objective, but an order for a complete military campaign or, at the least, for a change of base. Just as our eyes cannot see microbes without a microscope, so the actual military movements which follow this order are invisible to us, and all we see is a single representational wooden block which does or does not make the motion ordered. Diplomacy is thus history writ large.

MESH OR SCALE AND OTHER RELATED SUBJECTS IN DIPLOMACY - By Allan B. Calhamer

A military situation may be simulated with a relatively fine mesh, say, in which individual ships or tanks are separately portrayed, or with a relatively coarse mesh, in which, say, units below the divisional level are ignored, entirely or in the main. Naturally, this does not mean that smaller units are presumed not to be present. Smaller units are simply included in the divisional designation as part of the division, or are reckoned not to be too important and to cancel each other out if they are operating on an unattached basis....

The mesh used in Diplomacy is just about as coarse as it can get without going over into complete abstraction. For example, prior to 1914 the British Navy was divided into two main fleets, the Home Fleet and the Mediterranean Fleet. In 1914 Winston S. Churchill, who was First Sea Lord, called the Mediterranean Fleet home, ostensibly for a grand review, and then did not permit it to return. Thus both fleets were available in Britain when the First World War broke out. Thus the two British fleets on the Diplomacy board are roughly the size of the Home and Mediterranean Fleets. On such a scale, it is apparent that the introduction of observation planes, PT boats, divisions, army corps, and whatnot would be out of mesh.

The peacetime Wehrmacht in Diplomacy is represented by just two blocks of wood. Even its mobilized strength, after protectorates have been assumed over Holland and Denmark, is only two to four (Army) units. Since historically only a part of the Wehrmacht was employed on the Western Front, from two to three units might be regarded as modelling the German effort on this front. The Western Front in fact is only two provinces wide, and consequently usually deadlocks, even if Germany has more than two units to devote to it. This mesh seems reasonable historically, indicating that unit size and province size are well related, at least on this part of the board.

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Time has to be scaled, as well as force and area. Some games actually shift into a finer time mesh when a crisis situation occurs. This complication hardly seemed necessary in a game devoted to the First World War; although a German officer of the pre-1914 period said that he had spent his life reducing mobilization by half an hour.

Almost certainly there are points at which the time-mesh scale we are using seems a little askew. Six months to make some of the unopposed moves seems pretty long. Nevertheless, some of that time might be attributed to almost anything that occurs in the whole problem of dealing with an army, including training, planning, etc....

A proper understanding of the mesh of the game helps to rationalize the situation called "the beleaguered army." There an army stands and is attacked by two independent armies. Since these two stand each other off, nothing happens. Why, ask some players, wasn't the army in the middle disintegrated by all this action? Well, one answer is that the three armies were running around, up and down a province varying in size from Belgium to the Ukraine, fighting each other more or less equally, for all we know. As the game actually goes, you don't designate an army as your objective; you designate a province. For all we know, you want it against all comers. If you had intended an alliance against the man in the middle, you could have written other orders.

What is happening in the province during those six months? /Or, four months, if you want to consider the Winter build/removal period as a separate period. - F.C.D.7/ If the engagement is three-cornered, I suspect that there is a little Diplomacy going on in the field, for one thing. Two might be fighting one, in different combinations, throughout the six months. At the front itself, quite a few lower level personnel are just trying to stay out of it altogether, a practice followed even in two-party contests. Examples of multi-party contests in areas the size of Diplomacy provinces abound in Russian history from 1917 to about 1920. The same thing occurred in China in World War II.

Furthermore, it seems that the block of wood in Diplomacy really corresponds best to control of a rear area /i.e. bases/ for front-line forces, which are not themselves represented. This matter is obvious in the case of a fleet occupying a coastal province, where its associated land forces actually perform the occupation. We may just as easily for the sake of parallelism treat the "army" as a force holding a rear area for a front-line force not represented on the board. This rationale seems appropriate to the situation where a fleet and an army stand off in a coastal province. The fleet's land forces can hardly be as big as the whole army opposing them; but they may be equal to the fighting forces opposing them. In this sense, and in terms of the gross mesh we use in Diplomacy, the present action in Viet Nam is essentially a stand-off between a Chinese army and an American fleet. Thus the beleaguered army situation is one in which inconclusive fighting among the three front-line forces leaves the rear areas in status quo ante.

Why was such a coarse mesh chosen for Diplomacy? Partly because the addition of the diplomatic side of the game called for simplification somewhere else. Partly because we approached the matter somewhat from the point of view of chess or checkers. Chess has 64 spaces and 32 pieces; Diplomacy has about 80 spaces and 34 pieces. Such a fine principle as simultaneous moves, which is practically demanded in a seven person game, would be awfully unwieldy if there were many more pieces.

....There has to be a certain amount of complication to permit deception. We want it to be possible to position oneself for a surprise attack while plausibly attributing one's moves to some other objective. If the game were simplified to the point of abstraction and transparency, there would still be Diplomacy, but it would be so largely just a matter of who agreed to "get" whom that it would tend to be unpleasant

(more)

MESH OR SCALE IN DIPLOMACY (Continued)

and not very colorful. Also, a two-dimensional grid of about chessboard size brings us quickly to sufficient complications to guarantee indeterminacy for practical purposes.

Before settling on the present board size, I tried a larger board in which places such as Egypt and Gibraltar were treated as supply centers. The result was a game in which the players tended to ignore diplomatic considerations in favor of mere tactical play. Since too much attention was diverted away from the main point of the game, we returned to the smaller board. There has also been an effort to force play into the center *[italics added - ed.]*, by making the spaces around the edge large, so that in effect there are no corners to get bogged down in. An exception is in Turkey, because *[it requires several provinces, being a]* Great Power....

Diplomacy is the only game I am aware of in which land and sea combat have anything like equal importance. Most games are sea games in which the land is just a border, or land games in which the sea is just a border. In Diplomacy, the division a country makes between land and sea forces is the most important single factor in assessing its future capabilities in different directions. Diplomacy is thus not on the level of a battle, a campaign, or even a single war. It is on the geopolitical level, where the division of earth-space into land and sea is a significant underlying factor. Two entirely separate international conflicts may go on on the board at once, in addition to skirmishes and confrontations elsewhere....

Diplomacy is not a game about diplomacy, and it is not a game about military or naval matters. It is a game about the relation between diplomacy and military-naval matters. Since the days of the viceroys, hardly any official below the level of president or prime minister has united these two functions so totally or equally as the Diplomacy player does in simulation. Perhaps the National Security Council unites these functions, although its members, except the President and Vice-President, come from a particular side of the mountain. We commented in HYPERMODERN that directly below the U.S.C. is "where the sword and the olive branch." The Diplomacy player is thus in the position of a Head of State or of his first minister. Furthermore, he is in an active crisis situation. Finally, he has before him the built-in objective of national expansion, an objective which is hardly required, however present it may be, in the real world.

On the other hand, a man who had been in the American consular service advised me that diplomacy in the real world is nothing like the game of Diplomacy. "At the most," he told me, "you might threaten to cut off aid." *[Ah]*, but our Diplomacy game is set in the period of Kaiser Bill and Czar Nikki, Allan, when men were men. As Bismarck might have put it: "Those were the days!" - F.C.D.*[7]*

(Please forgive us, Allan and Charles, for deleting a few sentences from the original article. We had to get this onto three pages for logistical reasons. - F.C.D.)

* * * * *

BUSHACKER IS ONE YEAR OLD

Although actually written and printed in February 1972, our first issue was dated March 1972, so we put a candle on the cake this month. When we started out a year ago, we expected to have a circulation of around 20, and we weren't sure just how we were going to reproduce the 'zine. We've "come a long way, baby," since then, having invested in our own mimeograph machine, won a Johnny Award, and built up a circulation of 46. We hope to continue bringing you a quality publication as long as our keeper lets us out of our cage. ...And now, on the THE GAMES:

ABSTRACTION - 1972 Joo

MAY 1915

MARX BROS. COMEDY OF ERRORS MARS MOVES. WHO WAS STABBING WHOM, AND WHO'S ON FIRST?
GERMAN ARMY EXILED TO SIBERIA AS MOSCOW LIBERATED. TURKS TURN TABLES ON TAS.

ENGLAND (Sulfridge): A Norway-Denmark. F Skag (C) A Norway-Denmark (Fast Ferry).
F Sweden (S) A Norway-Denmark. F North Sea-Anglian Sea.
A Yorkshire (H). F Mid-Atlantic (MS) F Brest.

FRANCE (Civil disorder): F Leon (H).

GERMANY (Tilson): A Prussia-Warsaw. A Moscow (S) A Prussia-Moscow (sic) (Impossible Order) /r/. (R) to Volga (Only space open). A Silesia-Galacia. F Holland-Anglian Sea. F Denmark (S) F Holland-Anglian Sea. A Kiel (S) F Denmark. A Paris-Brest. A Lyons (H). A Munich-Tyrol.

ITALY (Ryrie): F Eastern Med. (S) F Central Med. F Central Med. (H). F Libya (H). F Gascony (S) GERMAN A Paris-Brest. A Piedmont-Marseille. A Venice (H). A Portugal (H). F Andaluia-Mid-Atlantic Ocean (Impossible Order). F S. Atlantic (S) F Andaluia-Mid Atlantic (Impossible Order). F Palestine (H) /r/. (R) to Egypt, per orders.

AUSTRIA (Greer): F Greece-Aegean. A Macedonia-Greece. A Warsaw-Ukraine. A Rumania (S) A Warsaw-Ukraine. A Galacia (S) A Warsaw-Ukraine. A Transyl. (S) A Rumania. A Pecs-Croatia. A Vienna (S) A Pecs-Croatia. A Zurich (H).

RUSSIA (Jurkovich): A Lapland-Archangel. F Riga Sea-St. Petersburg. A Courland (S) GERMAN A Moscow-Warsaw (NSO). A Ukraine-Moscow. A Odessa (S) A Ukraine-Moscow.

TURKEY (Vane): A Smyrna-Const. F Aegean-Cypriote Sea. A Mesopotamia-Palestine. A Damascus (S) A Mesopotamia-Palestine.

Underscored moves fail. All others succeed.

No press releases this month. Wassa matter you guys? Broken typewriters?
I will comment that this was a most confusing move. There were lost opportunities all over the board. Germany is exceedingly lucky to regain Warsaw, which has now changed hands on the last 3 consecutive moves. We don't think anybody still active can be counted out yet, so we hope to see some more territory change hands on the next round.

SUPPLY CENTER CHART FOR ABSTRACTION. GAINS. 109979

ENGLAND:	4 Home, Brest, Ireland, Norway, <u>SWEDEN</u>	(8, Build 1)
FRANCE:	PORTUGAL	(0, Eliminated)
GERMANY:	4 Home, Belgium, Denmark, Holland, Paris, Warsaw, <u>LYON</u>	(10, Build 1)
ITALY:	4 Home, <u>Andaluia</u> , Egypt, Marseilles, Morocco, Tunisia, <u>PORTUGAL</u> , <u>LYON</u>	(10, No change)
AUSTRIA:	4 Home, Bulgaria, Greece, Rumania, Serbia, Zurich.	(9, No change)
RUSSIA:	4 Home, SWITZERLAND	(4, Remove 1)
TURKEY:	4 Home	(4, No change)

DEADLINE for June 1915 Builds/Removals is THURSDAY, March 29, 1973.

ATLANTICA - 1972 Goz

DECEMBER 1870

BUILDS AND REMOVALS

Current Strength

ENGLAND (Piggott):	Build A Liverpool, A London, A Edinburgh	12
FRANCE (Barents):	Remove F South Atlantic	5
ITALY (Vane):	Build A Venice, F Naples	9
CANADA (Weidmark):	Build F Halifax, F Montreal (s.c.), F Toronto	12
U.S.A. (Root):	Remove F Azores, F Chesapeake Bay	3
C.S.A. (Keithley):	Build F Charleston London Hill	5

PRESS RELEASE:

SHANNON (25 December 1870): Honest men throughout the west coast of the Emerald Isle have been kept awake at nights by the sailors aboard the Canadian Fleet, at present messing about somewhere between our shores and Greenland. It is thought that the fleet has landed a picked group of soldiers on Greenland, in order to gain information on one of the most important questions of the day. Each night, the crews of the vessels commemorate the heroism of these men by singing of their mission: "Does Santa Claus sleep with his whiskers
Over or under the sheet...?"

DEADLINE for January 1871 moves is THURSDAY, March 29, 1973.

* * * * *

Mailing code for this newsletter: (P) - Player or Stand-by Player; (T) - Trade agreement; (C) - Complimentary copy. Because of your status in the Diplomacy World, you will be receiving this on a regular basis. (SUB) - Subscription copy. (S) - Sample copy, sent on a one-time only basis, unless I hear from you.

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FIRST CLASS MAIL

BUSHWACKER MAILING LIST, as of January 4, 1973:

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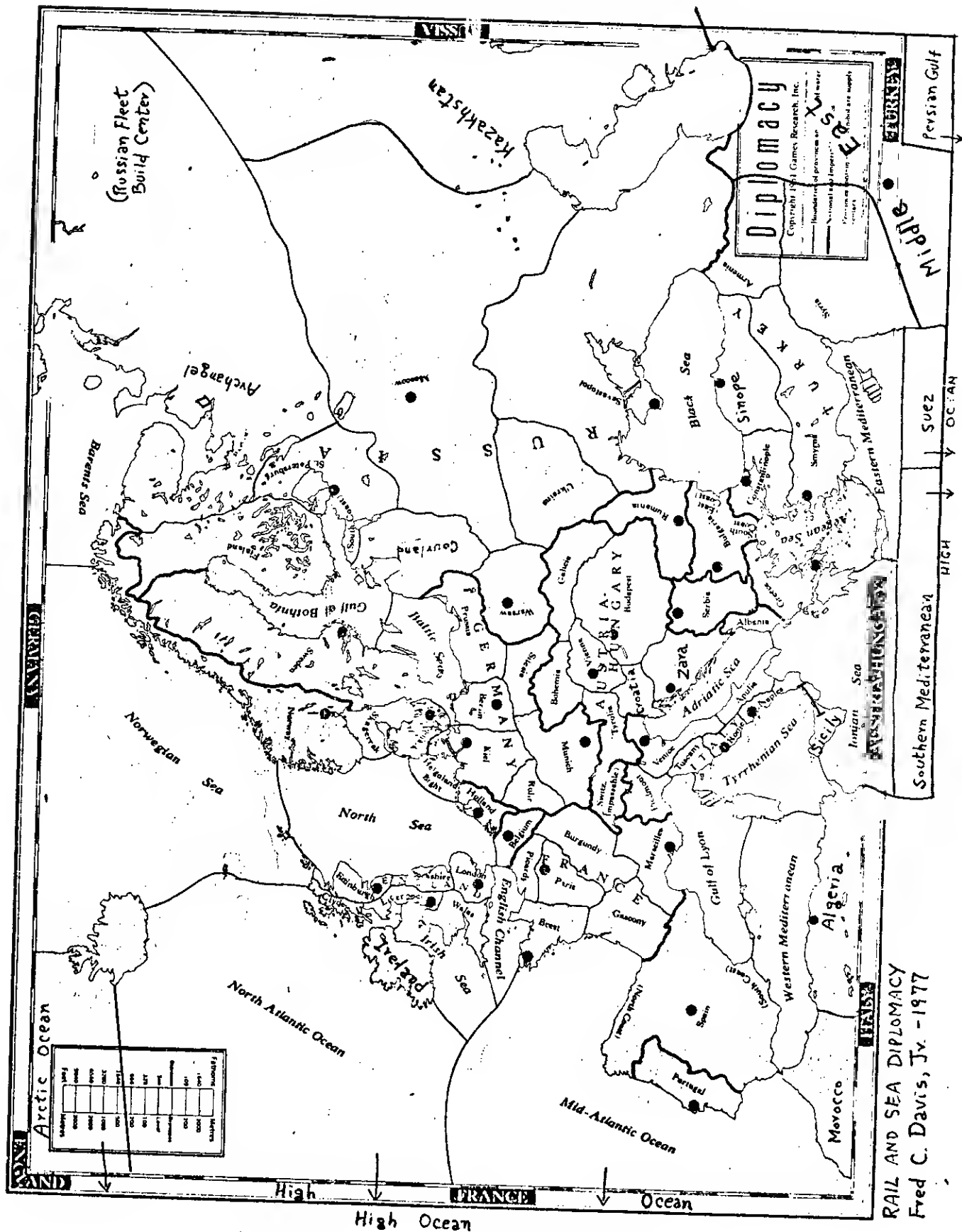
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(plus 2 "low profile" subscribers in Maryland)

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9 Copies go to Maryland, 8 to California, 3 each to Illinois, Indiana, Michigan,
and New York; 6 to Canada and overseas; and 8 to other States.



RAIL AND SEA DIPLOMACY
Fred C. Davis, Jr. - 1977